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THOMAS M. DISCH'S

AMNESIA™

The Manual

111905

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Prologue

You are dreaming. You are dreaming that you have been asleep and that you wake up to find yourself in a strange hotel. The only light in the room comes from the hotel's gigantic neon light that glows a baleful red outside the window. 'X,' a voice whispers in the crimson twilight, 'X, are you there?' You know that you are X and that you must answer the voice truthfully, but your mouth is dry, your tongue paralyzed with fear. 'Come here, X,' the voice insists. 'Come here to me, in the mirror.'

Go to the mirror and look into it

You go to the mirror. The figure in the mirror leans forward to peer at you intently. He is dressed all in white, like a bridegroom or a ghost. And though he has no face — only eyes that stare anxiously from the smooth ovoid of his head — he smiles, recognizing you. 'Excellent,' he whispers. 'Now come with me, before the store closes.' In the mirror you see him turn away from you and walk toward the door of the room, where he pauses to look back at you and to beckon, with his raised hand, for you to follow.

Run away

You tell yourself to do so, but something prevents you. Your acts seem not to be your own. The voice repeats its command: 'Come here, X. Come here to me, in the mirror.'

Enter the mirror then follow the voice

As you enter the mirror, the beckoning figure vanishes. You follow him out of the room and catch another glimpse of him at the far end of the corridor. You run toward him and reach his side just as the subway train is pulling into the station. The door opens with a shudder. 'Come,' says the faceless figure, putting his arm around your shoulder. 'You mustn't be late your first day at work.' You cannot resist his greater strength, even if you wished to. You enter the empty subway car.

'Quickly!' Your companion hands you a spray can of black enamel. 'Before the police come and arrest you. Write a grafitto. Quickly!' You aim your can at the one window of the subway car that is not already a palimpsest of disposable identities. Then you press the nozzle and write:

Who am I?

The subway screeches to a stop at 34th Street, where you are able to enter Oldman's Department Store directly from the subway platform. 'I'll have to leave you here,' your companion tells you, 'but the Personnel Office is on the 11th floor. And there —' His featureless head nods toward the purring escalator at the center of the deserted sales floor. '— is the escalator. See you later ... X.'

Enter the department store then go up the escalator and look at the store
You take the escalator up to the main sales floor, which smells rather cloyingly of perfume. An elderly saleswoman smiles at you from behind a cosmetics counter, and points to the ascending escalator.

Leave the department store
There are no exits in a dream.

Go up the escalator
You take the escalator to the second floor, which is devoted to displays of men's fashions. On the counter just before you a single leather glove on sale for $12.95 points to the UP escalator.

Go up the escalator (or **Control-R** to repeat the last command)
You take the escalator to the third floor, where a white-haired salesman stands daydreaming behind a counter displaying all kinds of cutlery. 'Could I interest you in a knife, Sir?' he asks wistfully.

How much are they?
We have many kinds, Sir, and every one has its price. This —' He holds a knife with an 8 inch stainless steel blade to your throat. '— is our very best all-purpose carving knife. And this —' The carving knife drops from his hand, and he takes another, smaller knife from the counter. 'This is a superb knife for boning chicken.' He lunges at your arm with the knife, which makes a long gash in the sleeve of your white coat, but does no more significant harm.

Run away and go up the escalator
You take the escalator to the fourth floor, where the management of Oldman's announces on a large poster that it is proud to be selling, in cooperation with the Sistine Chapel, a collection of priceless fine art reproductions, including a gigantic full-color reproduction of the Hand of God from the ceiling of the Sistine Chapel. The Hand of God is pointing to the UP escalator.

Go down the escalator
There doesn't appear to be a down escalator.

Go up the escalator
You take the escalator to the fifth floor, which seems to be an empty warehouse. Luxuriant growths of cobwebs festoon the light fixtures. Unmarked boxes and bundles are piled everywhere. The disembodied arm of a mannequin lies in the dust, its finger pointing with modest insistence to the UP escalator.

Search the room and look in the boxes
You begin searching but a cadaverous security guard approaches you and asks if you are looking for the escalator. You nod. He points his bony finger toward the purring, gliding steps. 'It's right there, Sir,' he informs you.

Go up the escalator
You take the escalator to the sixth floor, where Oldman's Hair-Styling Saloon is situated. 'Hello!' says the chief hair-stylist, an elderly man with a waxed mustache like Salvador Dali's. 'I see we have our work cut out for us today! Sit down, please.' He gestures toward a low chair next to the shampooing sink. You shake your head. You don't want a shampoo. The hair stylist insists. 'Sit down, please', he says.

Go up the escalator
The hairstylist's bony hand presses you into the chair before you can escape. 'This won't take more than five or six hours,' he assures you. 'We simply have to remove all these facial growths and seal these unsightly pores with sealing wax and then fill in these repulsive cavities. My, what large nostrils you have! But with your nose removed they won't be a problem any longer. Then we'll take care of your eyes with some industrial strength eye-cover. The better stores these days prefer mannequins with perfectly blank faces. Eyes are out, didn't you know that?'

While the old hair stylist chatters away, his clippers and trimmers and gougers and sanders and sealers clip and trim and sand and seal until, just as he promised, you are completely remodeled in the new blank style.

'Now, isn't that a lot better,' the old man says, holding up a mirror for you to see your now much more geometrical face. 'I'm sure the Personnel Department will hire you right off the bat — and assign you to work in one of the front windows. Well, have a nice day.' And he points you toward the UP escalator.

Go up the escalator
You take the escalator up to the seventh floor, where an elderly salesman insists on giving you a demonstration of an Apple //c computer. The salesman shows you how easy it is to boot a disk.

'You see how easy it is to use a computer? And when you've finished, just remove the disk from the disk drive, like so —' But instead of removing the computer's disk, his fingers open a flap in your right side, just beneath your liver, and remove your software. 'The program stays in ROM — that is, Read-only Memory — until you throw the switch. Do you want to buy it?'

No, I don't
The salesman glares at you in such a ferocious manner that you fear for your life. He reaches behind your neck for the switch that will turn you off.

Run away and go up the escalator
You take the escalator up the the eighth floor, which seems to be an assembly area for the store mannequins. Some stand in front of full-length mirrors trying on and taking off different styles and positions of limbs. 'Hello,' says one particularly attractive blonde, jutting her hip to the side in a traditional posture of greeting. 'My name's Hugette, what's yours?

You try to answer her question, but you appear to have lost the use of your voice. Hugette seems not to notice. 'My full name,' she continues, 'is Hugette Wadju-Paiffer, with a hyphen. You have a very attractive head. Do you mind if I try it on?

Taking your silence as permission, Hugette takes a good grip on your head and slowly unscrews it from your neck. Then she gives it to you to hold while she tries to unscrew her own head. 'Oh dear,' she complains, 'It's stuck! Help me, won't you?' You set your head down on the counter behind you and take a firm grip on Hugette's head and try to twist it loose, but it's stuck to her neck as neatly as the cap on a jar of pickles.

'Stop!' she shrieks. You stop twisting — and then realize she did not mean for you to stop. She was yelling at another mannequin who has taken your head from the counter while your back was turned and is now running away with it up the escalator.

Chase the mannequin and get my head
You run up the escalator's moving steps to the ninth floor and arrive on the sales floor just in time to see the mannequin with your head under his arm taking the steps of an adjoining upbound escalator two at a time. A burglar alarm begins to shriek. An aged security officer takes hold of your wrist and demands to know where the fire is. The only answer you can give, voiceless as you are, is to point to the escalator where the thieving mannequin bears away with your head in triumph.

'I'm sorry, young man,' says the officer. 'But we can't have people going about the store without their heads or their shoes. That's the rule here at Oldman's. You'll have to come along with me.

Break away from the guard then chase the mannequin and get my head
You break free from his grip and you run up the escalator to the tenth floor, which is given over to Oldman's Shipping Department. None of the department's staff is anywhere in sight. You are standing in the midst of hundreds of boxes of all shapes and sizes, each stamped with Oldman's ornate monogram.

Faintly, from one of those boxes, you can hear your head calling to you: 'Help!' Your voice grows weaker, and your own strength is ebbing rapidly.

Open a box and look inside it
You open the box nearest at hand. It contains a ceramic vase, jade green with dark specklings. It won't do for a head.

Open a box and look inside it
You open another box. It contains a basket imported from Thailand. It's just about the right size for carrying your head, once you find it, but that's not much consolation.

Open a box and look inside it
You open a third box. It contains a large Gouda cheese from the Gourmet Grocery Department.

Listen for my voice then follow my voice then open the box and look inside it
You follow the sounds of your voice and open another box, which seems too small to contain your head. But there it is, still alive and breathing. Its eyes look up to you gratefully. Its lips smile. Then, to your horror, you realize your mistake: this isn't your head. It's an identical head that's been substituted for yours. This head belongs to ... to ... His name is on the tip of your tongue. But of course without a head you are also without a tongue. You wake, gasping for breath, and instantly the nightmare fades from your memory.

Amnesia — The Game

Amnesia is a hybrid, a cross between a novel and a game. It is a novel because it has characters and a plot, and follows the traditional structure of a modern work of fiction -- introduction, plot development, climax and denouement. Unlike traditional novels, however, *Amnesia* develops its story by using your input, so that the order of events is under your control, not the novelist's. Thus, if you feel that you should find something to eat before you ride the subway, then you can do so by using the appropriate commands. Bear in mind, however, that choosing one course of action over another can throw you into a whole new storyline, or into a series of dead ends, only some of which might offer the possibility of escape. In this way, *Amnesia* is more like a game (and a little like life), since solving the mystery requires a combination of skill, good fortune and perseverance.

To start playing *Amnesia*, simply follow the instructions on the card (called "Command Summary") that came with your package. For more on Amnesia as a computer program (including information on the game's vocabulary and the parser and about saving and loading games) see the following pages of this manual ("Amnesia -- The Program"). Finally, should you find yourself at an impasse in the game, feel free to consult the hint section at the end of the manual. There you will find hints (suitably encrypted to avoid inadvertant discovery) ranging from Not Much Help to Dead Giveaways, for some of *Amnesia*'s more difficult puzzles. Life should be so easy.

Amnesia — The Program

You play *Amnesia* by typing instructions on the keyboard, telling the program where you would like to go and what you would like to say and do. The program will respond accordingly. As you proceed through the game, you will learn more about yourself (the main character) as well as about New York and its inhabitants.

Amnesia was programmed with a natural language parser, a routine that can "understand" groups of words and make appropriate responses. The program actually contains two parsers: one operates when you are asked questions by the characters you meet in the game, and the other when you are exploring geogaphical locations and interacting with people and objects you meet there. In either case, *Amnesia* expects your commands to follow certain grammatical rules. If the parser cannot decipher a command, you will receive a message to that effect, asking you to "Please reword that" or to "Try to word that differently." If you use a word that is not in *Amnesia*'s vocabulary, the game will respond with "I don't know the word ... ". In addition, *Amnesia* will not recognize a word if it is not appropriate to a particular situation, such as a reference to a television set in a taxi, for example. Here are some examples of the kinds of commands *Amnesia* will recognize:

Leave
Enter room
Look around
Pick up the sheet
Turn down the television
Put the token in the turnstile
Take the towel off the dresser
Pick up the Bible and put the towel on the bed
Open the dresser and take out the Bible then close the dresser and look at the room key.

The last example shows that it is possible to string commands together to produce more complex commands. Note that *+*, *&*, *and* and *then* are all synonyms.

Here are some ways you can address people you meet in the game:

Mary, what about Joe?
Mary, who is John?
Luke, where is Central Park?
Ask Beth about Joe
Beth, tell me about our relationship
Ask Joanne about Central Park
Tell Joe about amnesia
Ask Beth about the New York Historical Society and so on.

Note that you don't need to use "say" or put your speech within quotation marks. Just type in what you want to say.

Amnesia's vocabulary is the largest ever used in a text adventure game. With a vocabulary of more than 1700 words, *Amnesia* can recognize most commands without those frustrating "I don't know the meaning of ..." messages. The following is a list of the more important verbs that *Amnesia* recognizes. It's a good idea to keep this list handy when you first start playing, so that you can be sure of using the right words. Some of these words will work everywhere in the game, others will only work in certain situations.

AM
ANSWER
ARE
ARISE
ASCEND
ASK
ATTACK
BANG
BATHE
BEG
BLANK
BOARD
BREAK
BREATH
BRING
BURP
BUY
CALL
CARESS
CATCH
CHANGE
CHASE
CHECK
CHOKE
CLEAN
CLIMB
CLOSE
COME
COMMIT
CROSS
CRY
DAMN
DEPOSIT
DEPRESS
DESCEND
DIAL
DIM
DISCUSS
DO
DON'T
DRAW
DRINK
DROP
EAT
ENTER

ESCAPE
EXAMINE
EXERCISE
FEEL
FIGHT
FIND
FLUSH
FOLD
FOLLOW
FONDLE
FORCE
FORGIVE
GET
GIVE
GO
GOT
GOTO
GRAB
HAIL
HANG
HAIL
HAVE
HAPPENED
HIDE
HELP
INSERT
HIT
IS
JERK
JUMP
JOG
KILL
KICK
KNOCK
KISS
KNOW
LAY
LEAVE
LIE
LIFT
LISTEN
LOAD
LOCATE
LOCK
LOOK
LOVE
LOWER
MAKE
NEED
OPEN
ORDER
PANHANDLE
PICK
PERUSE
PLACE
PLAY
PLEASE
PLUG
PRAY
PRESS
PROPOSE
PROTEST
PULL
PURCHASE
PURSUE
PUSH
PUT
RAISE
REFUSE
READ
REVIVE
REMOVE
RISE
RIDE
RUN
ROLL
SAVE
SAY
SCRATCH
SCREAM
SCREW
SEARCH
SEEK
SEND
SET
SHOUT
SHUT
SHOW
SILENCE
SIT

SKETCH
SLAP
SLIP
SMACK
SMELL
SMASH
SNIFF
STAND
SPLIT
STEP
STRUGGLE
STRANGLE
SWIM
SUMMON
TALK
TAKE
TELL
TAN
TOUCH
TIP
TUG
TOUCH
TWIST
TURN
UNDRESS
TYPE
UNLOCK
UNFOLD
UNPLUG
UNWRAP
UNZIP
USE
WAIT
WAKE
WALK
WANT
WAS
WASH
WATCH
WEAR
WRAP
WRENCH
WRING
YANK
YAWN
YELL
ZIP

ADDITIONAL COMMANDS:

EAST (or E):	Go East
WEST (or W):	Go West
NORTH (or N):	Go North
SOUTH (or S):	Go South
NOSCORE:	Turn off score
SCORE:	Turn on score
?:	Help
INV or STATUS or INVENTORY:	Take inventory
TIME:	Displays time and day

Additional Features

Repeating Commands: Sometimes you might want to repeat a command to save retyping it. To do this, simply type Control-R (hold down the Control key and press R at the same time). *Amnesia* will respond by repeating the previous command. This feature is particularly useful when you are exploring the city, since you may wish to use the same command (e.g., "Go north and look") several times in succession.

Loading and Saving Games: No-one expects you to finish *Amnesia* in one sitting, just as no-one would expect you to read *War and Peace* all at once. When you feel you have had enough adventure for the time being, you can save the game and resume play later. To save a game, type **Save Game**. *Amnesia* will prompt you to remove the game disk and insert a data disk in the drive. *Amnesia* takes a "snapshot" of the game at that point, so that you can resume play exactly where you left off. **Caution: make sure that the disk you use to store your game does not contain any data of value, as *Amnesia* will initialize it and overwrite whatever was there before.** You can save your game as often as you wish, and you can save a number of separate games on each data disk. Each game will be saved in one of a number of "areas" on the disk, numbered (appropriately enough) **1**, **2**, **3**, etc. You will be given the opportunity to specify which area to save the current game. Note that if you specify an area that is already occupied, *Amnesia* will overwrite it with the current game. Incidentally, it is a good idea to save your game whenever you are faced with a tough decision. That way, if you take the wrong turn and end up in a mess, you get another chance to make the right decision by restarting the game from that point.

To load a game you have saved, reboot the game and answer "Yes" to the "Load a saved game?" prompt. You will have an opportunity to load a saved game each time you boot the disk.

Using the Printer: If you have a printer connected to your computer and you would like to have a printout of the game as you play, type **Turn Printer On** at any point in the game. *Amnesia* will respond by printing everything that appears on the screen. Note that if your printer is off-line when you give this command, the game will freeze until you press your printer's on-line button. You can turn the printer off at any time by typing **Turn Printer Off**.

Hints

The hints you will find below are of two kinds: General and Specific. The general hints will provide you with common sense clues for getting through the game. You can read them without fear that they will "give the game away." The specific hints, on the other hand, should be approached with caution, since you may find yourself reading too much, and getting the whole answer when all you needed was a prod in the right direction. For this reason, we have encrypted them by inserting an 'x' in between each word, making them a little more difficult to read. Each question in the specific hints has more than one answer. The early answers are mere prods, while the later answers are giveaways. Let your judgment and your conscience be your guide. Beyond that, you're on your own.

GENERAL HINTS

"Save Game" periodically, cycling through the storage areas on a disk. That way if you take a wrong turn and are killed, you won't have to go back too far.

Be off the streets by midnight; to wander aimlessly later is to become a grim statistic of New York street life.

Hoard money carefully: it's hard to come by and you'll need it to eat.

Take notes on anything that might be a clue.

Eat regularly - the same way you would in real life. Make sure you get sleep at night. If the game warns you of hunger or tiredness, take heed!

The address book included in the package has invaluable numbers--but you can't call them until you've found the address book in the game!

Sometimes characters will give you a chance to ask them questions; try to keep a list of things you want to know about. Sample questions are:

"Ask John about Mary"
"Mary, tell me about John"
"John, who is Mary"
"Mary, what is amnesia?"

If you're trying for the highest possible score, be prepared to stay in Manhattan for quite a while. There are lots of things you can do in the game which earn you points, but which are not necessary for solving the mystery.

SPECIFIC HINTS

1. HOW CAN I FIND SOME CLOTHES?

   A. Tryxaxtogaxparty!x

   B. Maybexyouxcanxwrapxyourselfxupxinxsomethingx.

   C. Typex"Getxsheetxandxwearxitx"

2. WHERE CAN I FIND THE ADDRESS BOOK SO I CAN CALL THE NUMBERS?

   A. Wherexinxthexhotelxwouldxpeoplexleavextheirxclothesxandxpersonalxitemsxlyingx aroundxbesidextheirxrooms?x (Thexhotelxbrochurexmayxhelp).

   B. Tryxgoingxupstairsx

   C. Goxtoxthexhealthxclubxonxthexpenthousexlevelx

   D. Lookxinxthexlockersxinxthexguys'xlockerxroomx

   E. Hidexinxthexsaunax

3. HOW CAN I GET OUT OF THE TEXAS JAIL, OR AT LEAST GET FOOD WHILE I'M IN THERE?

   A. Toxgetxfoodx, xaskxveryxpolitelyxandxrespectfullyx

   B. Toxgetxfoodx, xsayx: xPlease,xsir.

   C. Whenxsomeonextellsxyouxsomethingx, xdon'txalwaysxbelievexthem.

   D. Don'txgivexupx. xKeepxtryingxnewxthingsx. xTherexisxaxwayxout.

4. IF I'M GOING TO BE EXECUTED, WHAT CAN I DO?

   A. Tryxdoingxthingsxdifferently.

   B. Youxcan'txavoidxbeingxexecutedx,xbutxlivingx(orxdying) xthroughxthisxexistencexcanxgivexyouxvaluablexcluesxtoxthexmystery.

5. HOW CAN I GET OUT OF PURGATORY?

   A. TryxgivingxCharonxdifferentxnamesxyou'vexheardxyourselfxcalled.

   B. Keepxtryingxandxyou'llxeventuallyxgetxout.

6. HOW CAN I KEEP FROM BEING SHOT BY THE STRANGE MAN?

   A. Whenxhexasksxyouxtoxbexsomeplacexfast,xhexmeansxitx

   B. Whenxhexasksxyouxtoxcomexdownstairs,xyouxneedxtoxgetxgoingxfastx

   C. Afterxhexcallsxyoux, xbexsurexyouxputxonxthextuxx. xOncexyouxputxonxthe xtuxedox, xtypex"Leave."

   D. Whenxhextellsxyouxtoxgoxupstairsxtoxthexchapel,xtypex"Up."

7. WHAT SHOULD I DO IN THE CHAPEL?

   A. Don't wastextooxmuchxtimexherex

   B. xIfxnothingxisxhappening,xjustxleavex

   C. Ifxyouxansweredxaxquestionxonexwayxandxitxdidn'txworkxoutx,xanswerx thexquestionxaxdifferentxwayx

8. HOW CAN I FIND A PLACE TO SLEEP IN THE CITY?

   A. Lookxforxthexkindxofxneighborhoodxwherexsomebodyxsleepingxinxanxalleyx xorxdoorwayxwon'txbexnoticedx

   B. Ifxthexgamextellsxyouxthexneighborhoodxdoesn'txhavexgoodxplacesxtoxsleepx xforxthexnightx, xbelievexit.

   C. Lookxforxanxabandonedxtenement.xxNotexexitsxlocationxcarefully!

   D. Walkxtox10thStreetxbetweenxW.x40thxAvenuexandxWx50thxAvenuex. xThere,xorxonxthexway,xyou'llxfindxthextenement.

   E. Ifxyouxsawxthextenementxandxdidn'txstop,xretracexyourstepsxuntilxyouxfindxit.

9. HOW CAN I GET MONEY?

   A. Begx. xYou'rexnotxtooxproud,xarexyou?

   B. Whenxyou'rexofferedxaxragxandxliquidxtoxwashxwindowsxacceptxthexofferx. xTryxitxaroundxthexmouthxofxthexHollandxTunnel.

   C. Whenxyou'rexofferedxaxchancexatxusingxyourxartisticxtalents,xtakexitx. xThexpersonxwillxgivexyouxgoodxadvicexonxwhatxtoxdoxnext.

   D. Tryxgoingxsomeplacexxyouxlearnxaboutxbyxcallingxthexnumbersxinxyourx xphonexbookx. xSomexofxthemxwillxgetxyouxsomexcashx

10. HOW CAN I GET SOMETHING IMPORTANT AT THE HOTEL?

   A. Thinkx:wherexdoxpeoplexleavexvaluablesxatxaxhotelx(Thexbrochurexmayxhelp).

   B. Askxthexfrontxdeskxclerkxforxhelpx. xSeexhimxinxperson.

11. HOW CAN I FIND THE PASSWORD?

A. Listenxtoxthexhintxaboutxthexpasswordxtoxyourxvaultxboxxthatxappearsx xwhenxyouxgetxthexwrongxpassword:xdidxyouxreadxthexbiblexinxyourxhotelxroom?x xYou'llxneedxtox

B. Axrealxbiblexwillxwork,xtoox. **xReadxJohnx1x**

C. Tryxgoingxtoxthexaddressxonxthexmatchbookxinxthexsatchelx

D. ThexpasswordxisxWithxGodx

12. HOW CAN I START TO SOLVE THE MYSERY ONCE I'VE LEFT THE HOTEL?

A. Callxallxthexnumbersxinxthexaddressxbook;xthexgamexwillxtellxyouxwhenx xyouxpassxaxphonebooth. xWritexdownxthexaddressesxandxvisitxeachxonex xandxalmostxallxthexhintsxbelowxwillxbexunnecessary.

B. Bexsurextoxvisitxthexstorexthatxrentedxthexcomputerxinxyourxhotelxroom.

C. It'sxthexUserxFriendlyxComputerxStorexatx56thxandxMadison

D. TryxvisitingxTinyxTykesxTalentxTown.

E. TryxvisitingxthexNewxYorkxHistoricalxSocietyxbetweenxnoonxandx2:ooxP.M.

F. Havexyouxrunxintoxanxartistxyet?x xWhenxyouxdo, xtakexhimxupxonxhisxofferx xandxfollowxhisxadvice.

G. Tradexclothesxwithxthexartist, xthenxgoxtoxWashingtonxSquarexParkx xandxdrawxportraitsx. xYouxhavextoxdoxthisxtoxfinishxthexgame.

H. Checkxatxthexhotelxdeskxforxsomethingximportantxyouxleftxthere.

I. Takexthexdiskxtoxthexcomputerxstore.

J. WhenxBettexcallsxyouxandxgivesxyouxaxclue,xfollowxupxonxit.

K. xBexpatient.xxBettexwillxgivexyouxaxphonexnumberxtoxcall.

L. CallxDenisexatxfivexfivexfivexfivexfourxonexthree.

M. FollowxDenise'sxinstructions.

13. WHAT ARE THE ANSWERS TO THE RIDDLES?

RIDDLE 1

A. Don'txfiddlexaroundxorxtwiddlexyourxthumbs.
B. Tisxaxwisexriddlexthatxknowsxwhatxit'sxcalled.
C. Axriddlexisxthexanswer.

RIDDLE 2

A. Riddlesxpunctuatexanxadventure,xdon'txthey?
B. Butxwhatxpunctuatesxriddles?
C. QuestionxMarkxisxthexanswerx

RIDDLE 3

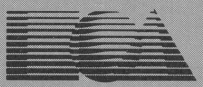
A. It'sxnotxaxhairyxproblem.
B. Asxmenxgrowxolder,xsomexfindxthisxrightxoffxthextopxofxtheirxheads.
C. Baldnessxisxthexanswer

RIDDLE 4

A. Thisxonexwillxhavexyouxinxtears.
B. Thinkxlikexaxvegetable,xnotxlikexaxperson!
C. Onionxisxthexanswer

RIDDLE 5

A. Wexwon'txtell.
B. Wexowon'txtell.
C. OKx. xThexanswerxis...x(Axshotxringsxout;xthexhintxfallsxtoxthexfloor,xdead.)



ELECTRONIC ARTS™

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

NAME
ADDRESS
PHONE

NAME R+J
ADDRESS Ray
PHONE 555-8749

NAME SEX
ADDRESS
PHONE 555-4365

NAME SOFT ?
ADDRESS
PHONE 571-7171

NAME
ADDRESS
PHONE

NAME LILA T.
ADDRESS
PHONE 555-2577

NAME TTTT 25 W and 14th
ADDRESS
PHONE 555-6200

NAME
ADDRESS
PHONE

NAME WIT'S END ?
ADDRESS
PHONE 555-1315

NAME
ADDRESS
PHONE

NAME F° / weather
ADDRESS
PHONE 976-1212

NAME FBI
ADDRESS 69th and 1st
PHONE 555-2712

NAME
ADDRESS
PHONE

NAME SUE G.
ADDRESS
PHONE 555-2783

NAME E. H.?
ADDRESS
PHONE 555-2259

Chris and Huson

NAME INTERLUDE
ADDRESS
PHONE 555-5643

NAME
ADDRESS
PHONE

NAME KVETCH
ADDRESS complaint dep.
PHONE 555-4685

NAME J. L.
ADDRESS 11th Street
PHONE 555-8876

NAME
ADDRESS
PHONE

IDENTIFICATION

Name .....

Residence .....

City .....

Phone .....

Bus. Add. .....

City .....

Phone .....

Blood Type .....

In case of emergency, notify:

Name .....

Street .....

City .....

Phone .....

Insurance Agent .....

Social Security No. .....

Car License No. .....

Driver's License No. .....

Jane Adams

NAME ..... JA .....
ADDRESS .....
.....
PHONE ..... 555-1314 .....
.....

AA American airlines

NAME ..... AA .....
ADDRESS .....
.....
PHONE ..... 555-5436 .....
.....

NAME .....
ADDRESS .....
.....
PHONE .....
.....

NAME ..... CHELSEA H. .....
ADDRESS .....
.....
PHONE ..... 555-4312 .....
.....

Grate

NAME ..... DRUGS - pharmacy .....
ADDRESS .....
.....
PHONE ..... 555-8422 .....
.....

Address Book

SUNDERLAND HOTEL
Phone Directory

Front Desk	3
Room Service	4
Valet	5
Bellman	6
Security	7
Other Rooms	8 + #
Outside Calls	9 + #

THE THEATER DISTRICT Moving northward on the west side is the theater district, 42nd Street and Times Square. Broadway around Times Square is the heart of the theatre district, and the place where 42 theatres present the musicals, the comedy and the drama which is the soul of American theatre. Times square is still a very exciting area, although the prudent traveller should be aware that 42nd steet is the seat of Manhattan's red light district, and the home of many characters of easy if not questionable virtue.

FIFTH AVENUE This is the dividing line between the West Side and the East Side. On the east side of 42nd Street is Grand Central Station, one of the busiest railway stations in the country. East of Grand Central is the Turtle Bay neighborhood, the home of the United Nations. As you walk up Fifth Avenue from 42nd Street to Central Park South you will find some of the most expensive and wonderful shops in the world, places like Saks, Tiffanys, Van Cleef and Arpels, and Harry Winston.

UPPER EAST SIDE The east side of Manhattan above 57th street is known as the Upper East Side. Here you will find townhouses, old mansions, luxurious apartment houses, churches, museums (including the Guggenheim, the Metropolitan Museum of Art), many art galleries (especially on Madison Avenue) and boutiques. The Upper East Side is the most conservative section of Manhattan. It is calm, elegant and expensive. It does not have the wide variety of ethnic influences found in other parts of the city, but is consistent in its style.

UPPER WEST SIDE The Upper West Side is also largely residential, but unlike its east side counterpart, it is neither conservative nor homogeneous. Lining Central Park West are some extraordinary apartment buildings, including the well-known Dakota. Wine bars, gift shops, fancy ice cream stores and amusing boutiques can be found here. A diverse and vital area, the Upper West Side is exciting and everchanging.

CENTRAL PARK Marking the upper boundry of Mid-Town and separating the upper east side from the upper west side is Central Park. Contrary to appearances, the park is not a natural woodland, but is planned and crafted like a well-tended backyard. Here you can attend concerts, watch Shakespeare, ride horses, visit the zoo, view statuary, jog around a reservoir, ride a carousel, ice and roller skate, row a boat, or take a carriage ride, all in the heart of Manhattan. The park is open until midnight but the careful traveller should avoid visiting the park late at night.

SoHo SOuth of HOuston is SoHo. SoHo, which used to be a cheap warehouse district, is now an exclusive artists' colony, with most of its old commercial buildings taken over by artists as residences and studios. SoHo is packed with art galleries displaying the most contemporary art, clothes boutiques selling the most contemporary clothes, and restaurants serving the most contemporary food. It's a great place to walk around, stare and eat.

THE BOWERY Once a center of entertainment, the Bowery (which consists of Bowery Street between Canal and Houston) now consists of restaurant supply stores, lamp stores, and the less fortunate victims of circumstance. No matter how badly you might feel about your present circumstances, a visit to the Bowery is guaranteed to make you feel better.

GREENWICH VILLAGE As everyone knows, Greenwhich Village is a bohemian haven, even though only the more wealthy bohemians can afford to live there now. Greenwich Village is also the home of two schools: New York University and The New School. There is also Washington Square park, which is a large public square full of folk singers, chessplayers, students, and other colorful denizens of The Village. The Village also boasts restaurants of all types, as well as jazz and folk clubs, bookstores, and clothing and jewelry stores.

THE EAST VILLAGE The East Village is the most colorful area of New York. Here you will find people parading in some of the most unusual costumes the garment industry has to offer. During the 60's the East Village was the home of the Fillmore East and hosted the likes of Janis Joplin and Jimi Hendrix. Today it is a *pot-pourri* of cultures and lifestyles, a microcosm a little like Manhattan itself.

CHELSEA Chelsea is a residential district between the Village and Mid-town. It has a checkered history and is a mixed bag -- part ghetto, a touch of village, partly elegant. The more perceptive traveller should be able to find a few good restaurants and antique stores.

MURRAY HILL On the east side above The Village are the residential areas of Murray Hill and Gramercy Park. Here one can find a few good restauants and boutiques as well as a number of hotels. Gramercy park is the only private park in NYC — you need a key to get in, and only residents of the immediate neighborhood can get a key. A number of large apartment complexes can be found here, including Kips Bay and Stuyvesant Town.

MID-TOWN At the lower end (34th street) are Macy's and Gimbels department stores. To the west, Penn Station, Madison Square Garden, and the Central Post Office (two blocks of columns supporting the inscription "neither rain nor snow nor hail nor the gloom of night shall stay these couriers from their appointed rounds.")

Getting Around the Big Apple

New York is more than just a city. It is a vast panorama of humanity: pulsating, dynamic and everchanging. It is also a visitor's paradise, with more theaters, restaurants, museums, shops and sightseeing attractions than one can possibly experience in a lifetime. To make sure that you experience the best that New York has to offer, The Sunderland provides the following Guide to New York City, a brief tour of the City's highlights for your convenience and enjoyment.

There are other great cities, to be sure: London, Paris, Tokyo. But each of them is the nexus of a culture, while New York is a synthesis of many cultures, making it not so much a 'melting pot' as a collage of diverse elements juxtaposed into a cacaphonous but vital whole.

LOWER MANHATTAN Now the site of government buildings and financial institutions, this is where it all began. The Dutch settled here in the early 1600's and the zig-zag streets of today are the remnants of the paths they created. The Dutch also erected a wooden wall for fortification, and although that wall is no longer standing, its legacy can be found in Wall Street, now the site of the New York Stock Exchange. Few people live in the canyons of stone, glass, and steel which form the financial nerve center of the world.

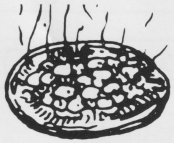
CHINATOWN Originally settled by the Cantonese, Chinatown is a bustling community of restaurants, oriental shops, and overcrowded streets. A visit to Chinatown is like a trip to the mysterious Orient, with its ethnic sights, sounds and smells giving the visitor a glimpse of oriental life. Chinatown is alive with a vitality that can make a visit there an experience to remember.

THE LOWER EAST SIDE Once the world's largest Jewish settlement, the Lower East Side is now home to New York's Puerto Rican community. Even so, you can still find evidence of its origins: Katz's Delicatessen ("send a salami to your boy in the army"), Yonah Schimmel's knishes, and Orchard street — discounted garments sold off the racks, everything from shmattas (rags) to designer dresses.

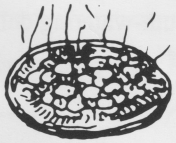
The Health Club

Perched atop The Sunderland's twentieth floor, the Health Club provides guests with the amenities for keeping physically fit and healthy. Staffed with friendly masseurs and attendants, the Club boasts the most up to date equipment, from saunas to barbells. In addition, the club features a compact swimming pool for use by guests during business hours. The Health Club was renovated as recently as 1968 with the addition of a new weightlifting room.

Guests are invited to sample the Health Club's amenities during regular business hours and on weekends. Guests may choose from a wide range of activities, including sauna, massage, weightlifting, swimming, or just plain sunbathing by the pool. The Health Club truly makes the Sunderland Hotel a home away from home for active guests, who can charge massage and locker fees to their rooms.



ROLO'S PIZZERIA



"We make our dough by making our dough!"

—Rolo Kippi

With 52 toppings, 11 crusts and 14 sauces,
you can eat a different Rolo's Pizza every day for the rest of your life!

Dial 555-7656
corner of W. 94th & Broadway
Open till Midnight

The Rathskeller

Dining in The Sunderland's delightful Rathskeller restaurant is a pleasure to the eye and palate. Inspired by an interior designer's love for gold, ivory and blue, this is truly a world of majestic drama. Here the atmosphere is serenely relaxing, and the air perfectly conditioned. Glancing around, the eye quickly perceives a magnificent painting on one wall, purposely created abroad to pay tribute to this exquisite setting.

As one would expect, each culinary achievement is directed by a dedicated master chef to guarantee that every dish is authentically continental. Here one can sample such famous German fare as sausage, sauerkraut and schnitzel, knowing that no better can be found outside of the Continent. Truly, this is New York dining at its best.

Our pampered guests can enjoy the best the Rathskeller has to offer in the comfort and convenience of their own room. In addition to our gourmet selection, the following *Autobahn Express* specials are available from Room Service 24 hours a day. We invite you to choose from the following collection of mouth-watering delights:

Das Hamburger Hamburger	***$7.50***
Der Frankfurter Frankfurter mit Kartoffelsalat	***$6.00***
Das Spiegelei: One egg	***$4.00***
Die Apfeltorte mit Schlagobers	***$5.50***
Ein Tasse Kafe	***$3.50***

The All-Faith Chapel

Exquisitely decorated with an inspiring mural by Maxfield Parrish, The Sunderland's All-Faith Chapel has been witness to many a famous wedding, including two of Barbara Hutton's. The All-Faith Chapel, which can be found on the hotel's second floor, was purposely created to inspire faith across all denominations. It is available to guests for formal functions (under the guidance of a rabbi, a priest or a Unitarian minister), or whenever the spirit moves one to seek a helping hand amid the turmoil.

The All-Faith Chapel is available during normal business hours, and by appointment at other times. While The Sunderland makes the Chapel available to its guests free of charge for unattended use, it charges a small fee for providing a rabbi, priest or minister to preside over the gathering. The fee, which accumulates in 15-minute increments, can be charged to the guest's room simply by presenting the room key at the end of the function.

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Miniature rowboat planters,
sailboats in bottles and rare Hawaiian black orchids
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corner of Worth and Lafayette

S U N D E R L A N D

New York's Distinguished

SUNDERLAND HOTEL

53rd Street at 5th Avenue

Impressively different in character, the distinguished Sunderland Hotel has a personality that sets it apart from other hotels on the New York scene. Quietly and modestly set in mid-town Manhattan, its charming friendliness has prompted many a passer-by to pause and admire its inviting atmosphere. Yet The Sunderland is but moments away from New York's bustling shopping and theater districts, providing guests with the best of all possible worlds to make their stay an experience to remember.

Upon entering The Sunderland, one instantly senses the gracious friendliness expressed in the warmth of rich decorator colors, luxurious carpeting, soft lights dancing from crystal chandeliers and lavish displays of freshly cut flowers. Even the mirrors tell a revealing story as they happily reflect the smile of welcome extended to every guest.

The Sunderland is a strikingly handsome building, towering some twenty stories above Manhattan and occupying almost an entire city block. Yet in character it retains a personal note found only in smaller hotels. After the first impression, the next will surely be one of unusual comfort, which is greatly apparent in the air-conditioned guest rooms as well as in the attractive restaurants and cocktail lounges. The Sunderland is indeed a hotel of many faces, all of which spell comfort, convenience and luxury to our pampered guests.

A Personal Message From The Manager

New York is not so much a city as it is a way of life. And like life itself, the best way to experience it is to live it. We at The Sunderland want you to have the best possible time during your visit to New York, and to make sure that you have everything you need to make your stay an experience to remember, we have included a few useful items in your "newcomer's kit".

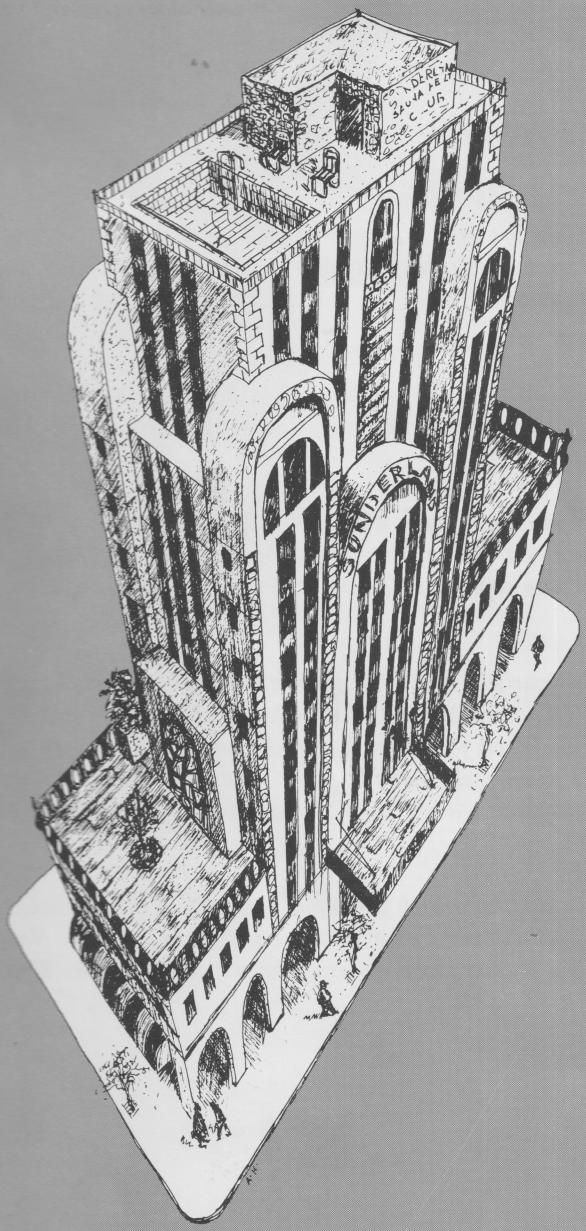
Firstly, you will find a map of Manhattan, showing all the streets from the downtown Wall Street area all the way to 110th Street. Your map also shows the various subway systems that criss-cross the island, together with a street index so you can easily find your way around.

Secondly, this brochure includes a description of the most interesting and colorful New York neighborhoods ("Getting Around The Big Apple"), so you can "visit" them without leaving your hotel room. Of course, there is no substitute for being there in person, and your brochure will help you get the most out of that, should you desire to step out for an "adventure".

Finally, to help you find the right cross street as you make your way around Manhattan, we have included our patented little ***X-Street Indexer*** *(U.S. Pat. # NL-4563.18). To use the* ***X-Street Indexer****, align the avenue name on the inner wheel with the street address on the outer wheel. When you have aligned the two, simply look in the little window in the inner wheel to find the nearest cross street. For example, suppose you need to find 581 7th Avenue. Just align the* ***7th Ave*** *on the inner wheel with* ***500-599*** *on the outer wheel. The little window in the inner wheel will show you the nearest cross street. Now, what could be simpler?*

On behalf of the staff here at the Sunderland Hotel, we would like to wish you a pleasant stay in New York City. Please feel free to approach any of us for anything you may need to make your visit as carefree as possible. New York means different things to different people, and we suggest you venture forth and experience it to the fullest. Who knows — you may even discover your true self.

Hilton Rosenberg,
Manager



A Visitors Guide to New York City

Compliments of

The
SUNDERLAND HOTEL

53rd Street at 5th Avenue